ATARI

INTER-OFFICE MEMO

TO: Application Programmers

FROM: George Simcock DATE: March 26, 1979

SUBJECT: Proposed Colleen/Candy Game Standards (Rev. A) (Page 1 of 7 Pages)

When a game cartridge is entered and the door closed, control is given directly to the game. The following describes the two methods of selecting a game:

MENU

- The game displays a menu of games.
- User enters corresponding number on keyboard.
- Game starts immediately.
- Game start key restarts currently selected game.
- Game select key causes the menu to be redisplayed.
- Option select; no action.
- System reset: enters warm start of cartridge.
- Control 1 may make game pause.

NO MENU

- First game displayed; ~~top~~ a line displays the following: "GAME 1, OPTION 1."
- Game select button causes next game to be entered and the game number in the top line to increase. If button held down, the game increments every .5 second. If depressed while executing game, it exits game and option numbers are set to 1.
- Option select: same as game select but option increases. If executing game, it exits game, leaves game number select as is, and resets option to 1.
- Game restart: starts game initially and restarts game, if currently active.
- System reset: enters warm start of cartridge.
- Control 1 may make game pause.

1-4 Player Game: Assign controllers from left to right.

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Attract is done automatically by the operating system.

All cartridges should use OS initialization which requires storing cold start address and executing a RTS. If cold start and warm start addresses differ, the warm start address should be stored when control received for cold start.

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FILENAME = CARTP.INF

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CARTRIDGE/OPERATING SYSTEM INTERFACE REQUIREMENTS
2/21/79

THE TOP 4 BYTES OF ADDR-SPACE OF A CARTRIDGE ARE USED BY THE COLLEEN OPERATING SYSTEM (O.S.). TOP ADDR FOR CARTRIDGE "A" IS "$BFFF", CARTRIDGE "B" IS "$9FFF".

BYTE 0 -- TOP ADDR-3
BYTE 1 -- TOP ADDR-2
BYTE 2 -- TOP ADDR-1
BYTE 3 -- TOP ADDR

THE FUNCTIONS OF THESE BYTES ARE:

BYTE 0 -- SET TO "00". USED BY O.S. TO DETECT PRESENCE OF A CARTRIDGE.
BYTE 1 -- FLAG BYTE. SEE TABLE BELOW FOR FLAG MEANING.
BYTE 2 -- LO BYTE OF INIT SUBROUTINE ADDR IN CARTRIDGE
BYTE 3 -- HI BYTE OF INIT. ADDR.

THE O.S. WILL "JSR" TO THE INIT. ROUTINE. THIS ROUTINE MUST:

1. INITIALIZE THE CARTRIDGE SOFTWARE.
2. SET THE CARTRIDGE START ADDR (IF IT IS TO BE RUN) IN THE RAM VECTOR, "CARTST"(02E0).
   A HANDLER, FOR INSTANCE, WOULD NOT HAVE TO DO STEP 2.

THE O.S. WILL THEN EXAMINE THE FLAG BYTE OF CARTRIDGE "A" & TAKE THE APPROPRIATE ACTION, AS PER THE BELOW TABLE. IF CARTRIDGE "A" IS NOT PLUGGED IN, THE CARTRIDGE "B" FLAG BYTE WILL BE EXAMINED INSTEAD.

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CARTRIDGE FLAG ACTION DEFINITIONS
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BIT	ACTION-IF-SET
6-3	NONE
2	RUN CARTRIDGE
1	RUN DOS
0	BOOT DOS

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NOTES
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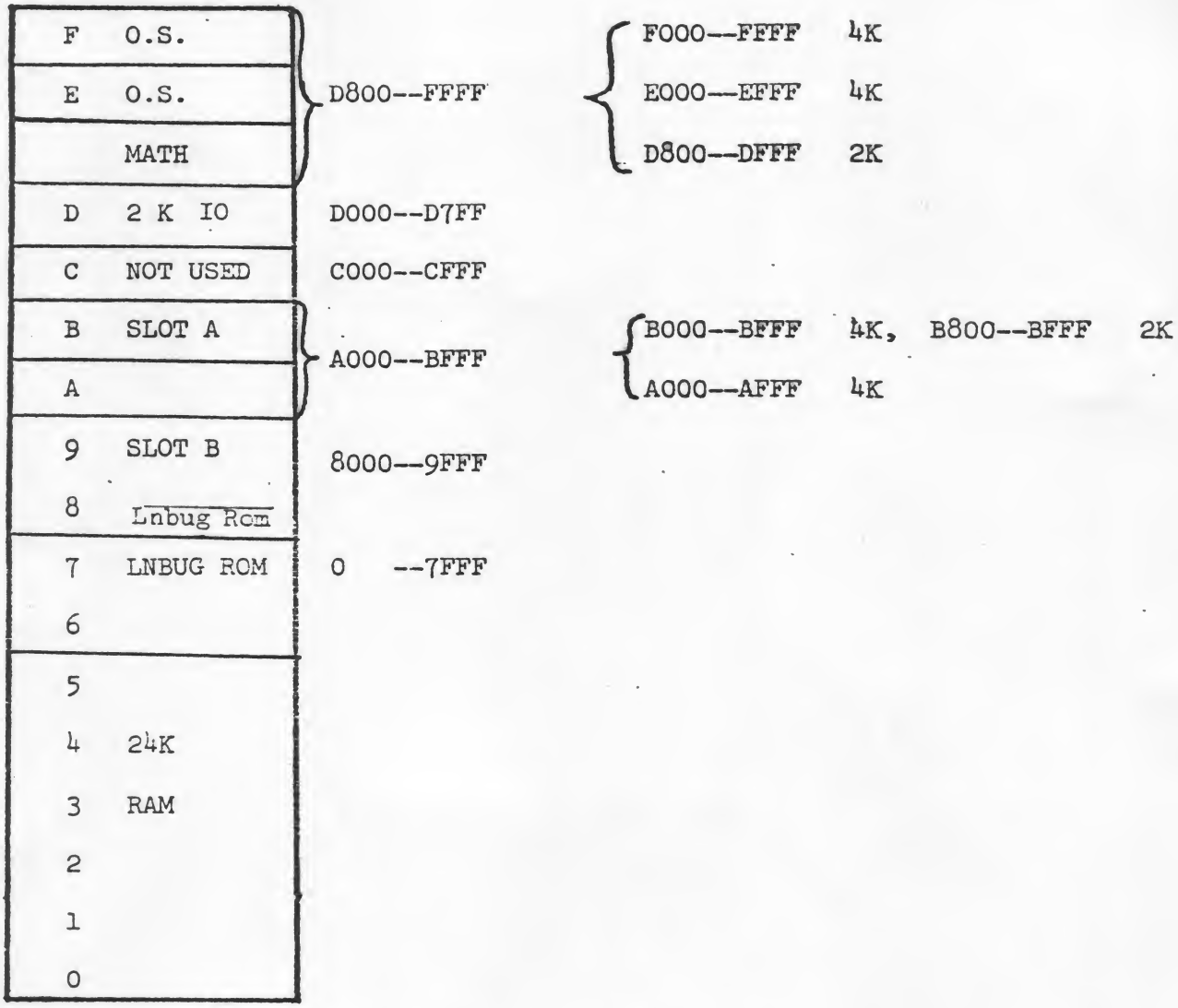
1. IF BIT 1 & BIT 2 ARE 0, GO TO BLACKBOARD MODE.
2. IF BIT 0 SET, THE DISK WILL BE BOOTED BEFORE ANY OTHER ACTION

MEMO to Application Programmers
FROM George Simcock
DATE 3/26/79
RE Proposed Colleen/Candy Game Standards

COLLEEN/CANDY MEMORY MAP



CTIA	D000--D01F	NO CHANGE
ANTIC	D400--D41F	NO CHANGE
POKEY	D200--D21F	OLD D800
PIA	D300--D31F	OLD DC00
DS	ACIAS-D700	NO CHANGE
LNBUG	6000--7FFF	NO CHANGE
LNBUG RAM	8000--81FF	NO CHANGE

COLLEEN/CANDY VECTORS

E400		OPEN	EDITOR
2		CLOSE	
4		GET	
6		PUT	
8		STATUS	
A		SPECIAL	
C	JMP	POWER ON	
E410		OPEN	SCREEN
2		CLOSE	
4		GET	
6		PUT	
8		STATUS	
A		SPECIAL	
C	JMP	POWER ON	
E420		OPEN	KEYBOARD
2		CLOSE	
4		GET	
6		PUT	
8		STATUS	
A		SPECIAL	
C	JMP	POWER ON	

COLLEEN/CANDY VECTORS (continued)

E430		OPEN	PRINTER
2		CLOSE	
4		GET	
6		PUT	
8		STATUS	
A		SPECIAL	
C	JMP	POWER ON	
E440		OPEN	CASSETTE
2		CLOSE	
4		GET	
6		PUT	
8		STATUS	
A		SPECIAL	
C	JMP	POWER ON	
E450	JMP	DISK INIT	
3	JMP	DISK INTERFACE	
6	JMP	CIO	
9	JMP	SIO	
C	JMP	SETVBL	
F	JMP	SYSVBL	
62	JMP	XITVBL	
65	JMP	SIOINT	
68	JMP	SENDEN	

COLLEEN/CANDY VECTORS (concluded)

E46B	INTINT
6E	CIOINT
E471	BLACKBOARD
E474	WARM START
E477	COLD START
E47A	PLA, PLA, RTS

POWER ON and E450 - E47F consist of jump to routine.

OPEN, CLOSE, GET, PUT, STATUS, and SPECIAL consist of address of routine minus one (jump instruction not included).